



2021 Cornhole League Rules

(361) 485-3200

The City of Victoria Parks & Recreation Department and Aerocrafters reserves the right to change and implement new rules at any time. We are committed to providing the best program possible to ensure the best environment for the players and bystanders. In case of weather, cancelations will be posted on The Victoria Parks and Recreation Facebook page and managers will also receive an email through Quickscores for any game changes.

TEAM REGISTRATION

- 1.) The Cornhole League is for partnered teams only. A partnered team must have 2 individuals to participate. Each team is allowed one alternate for their team throughout the full season.
- 2.) The name of both partners must be listed on the registration form. An alternate can be listed on the registration form or added to it at any point during the league, pending you have not already named your alternate. An alternate cannot be changed out once one has been named.
- 3.) Individuals must be at least 18 years of age to participate in the league.

LEAGUE RULES

- 4.) The league shall consist of a minimum of 8 games. A game is considered to be the best two out of three matches.
- 5.) Scores from each match must be reported to the Recreation Specialist after each match.
- 6.) Playoffs will consist of the top 4 teams playing in a single elimination tournament once the regular season games have concluded.
- 7.) A team that forfeits 2 or more game nights in a single season will be deemed ineligible for the end of season tournament. A team that forfeits 3 consecutive game nights will be dropped from the league without refund.
- 8.) In the event of a tie between teams at the end of the regular season, standings will be determined by: 1st win/loss record (games), 2nd head to head (all-play), 3rd win/loss record (matches), 4th points differential, and 5th coin flip.
- 9.) Scheduled game time is FORFEIT time (5 min "grace" awarded for 7pm games only). Forfeits will be recorded as 11-0 (for both matches).
- 10.) Games will have a maximum time limit of 45 minutes. If 45 minutes has been reached prior to the 3rd (if needed) match, then the 3rd match will be played straight to 11 points, not 21.
- 11.) Players may bring their own bags to use but must have them checked by the recreation coordinator/worker before using them in-game.



Updated and approved by A. Moore on 10/21/20

- 12.) Any protest made on a player or team's eligibility must be made by the opposing team prior to the conclusion of the first match. In the event of a protest, the game will be stopped until a Recreation Specialist makes a ruling. If no protest is made prior to the conclusion of the first match, then no further protest will be made for the duration of the game. *Any team with a protested player that is deemed ineligible will receive a forfeit.*
- 13.) Any protest made on the game's score must be made prior to the next throw. Scores must be agreed upon by both teams prior to reporting to the Recreation Specialist.
- 14.) Players are subject to ID checks at any time and a player without an ID will be ineligible to play until an ID is presented.

COURT/BOARD DIMENSIONS

- 15.) The court should consist of two cornhole boards, at a distance of 27 feet from the foot of each board.
- 16.) Each board shall be 48" by 24" rectangle made of plywood that is at least ½" thick.
- 17.) The hole in the board shall be 6" in diameter. Its center shall be 9" from the top and 12" from each side of the board's edges.
- 18.) The front of the board shall be 3-4" from the bottom to the top, and the back of the board shall be approximately 12" from the ground to the highest point of the deck.
- 19.) The cornhole bags shall be made from two fabric squares 6.25" with a ¼" stitched seam on all four sides. Bags should be made from durable fabric. Each bag shall be filled with approximately 2 cups of feed corn (or like substance) and finished bags should be roughly 6 square inches and weigh 14-16 ounces.

LOCAL PLAYING RULES

- 20.) Every match is broken down into innings of play. During an inning of play, each player must pitch all four of his/her bags. An inning is never completed until all players pitch all four of his/her bags.
- 21.) In doubles, Team A competes against Team B; each team is comprised of two people.
- 22.) Each team will stay in their designated lane for the whole game. Teammates will play in the same lane across from one another on opposite boards. In the event all 3 members of the team are present, the "off" player may sub in to finish the game on 1 board but cannot be subbed out for the remainder of that match.
- 23.) Players pitching can stand alongside or behind the board as long as their feet do not cross the foot of the board when they throw.
- 24.) Players must pitch the bag with an under-hand release.
- 25.) The team to throw first (on the 1st throw of the 1st match) will be decided by coin flip. The 1st throw for the 2nd and 3rd match will be determined by the winner of the previously played match.



- 26.) The player/team who scored in the preceding frame has the honor of pitching first in the next turn. If neither player/team scores, the player/team who pitched first in the preceding frame shall retain first pitch in the next frame.
- 27.) Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
- 28.) Players at the footboard will take score and resume pitching back to the other board.
- 29.) The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.

SCORING RULES

- 30.) The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.
- 31.) In each match, the winning score will be 21 points. The first player/team to reach (or exceed) 21 points will be declared the winner of that match. A game is best 2 out of 3 matches.
- 32.) Skunk rules are not in effect.
- 33.) Bag In-The Count- (Woody): Any bag which comes to rest anywhere on top of the board. Each is worth 1 point.
- 34.) Bag In -The-Hole (Cornhole): Any bag which is thrown through the hole or knocked through the hole by another bag. Each is worth 3 points.
- 35.) Foul bags- Refers to any bag that has not been determined as a Woody or Cornhole or was designated a foul bag as the result of rules violation. A “Leaner” is scored as a Woody.
A foul bag is defined as:
 - Any bag pitched when the player has made contact with or crossed over the foul line (foot of the board).
 - A bag pitched from outside the player’s designated lane.
 - Any bag that contacted the ground before coming to rest on the board.
 - Any bag that struck a previously defined object such as a tree limb, wire, indoor ceiling, etc.
 - Any bag removed from the board before scoring has been agreed upon for that bag.
 - The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported.
- 36.) A bag that leaves a player’s hand once the final forward swing of the delivery process has started shall count as a pitched bag. A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitched.

